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Subject: Re: 100 credits after dead

Posted by [theplague](#) on Tue, 18 Jul 2006 08:17:08 GMT

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:S kinda negative blaze...lol

anyways

```
this:if (strcmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{becomes:if (strcmp(Get_Parameter("WeaponDef"),"POW_Pistol_Player") == 0)
{
Commands->Give_Money(obj, (Commands->Get_Money(obj)*-1)+1000);
```

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